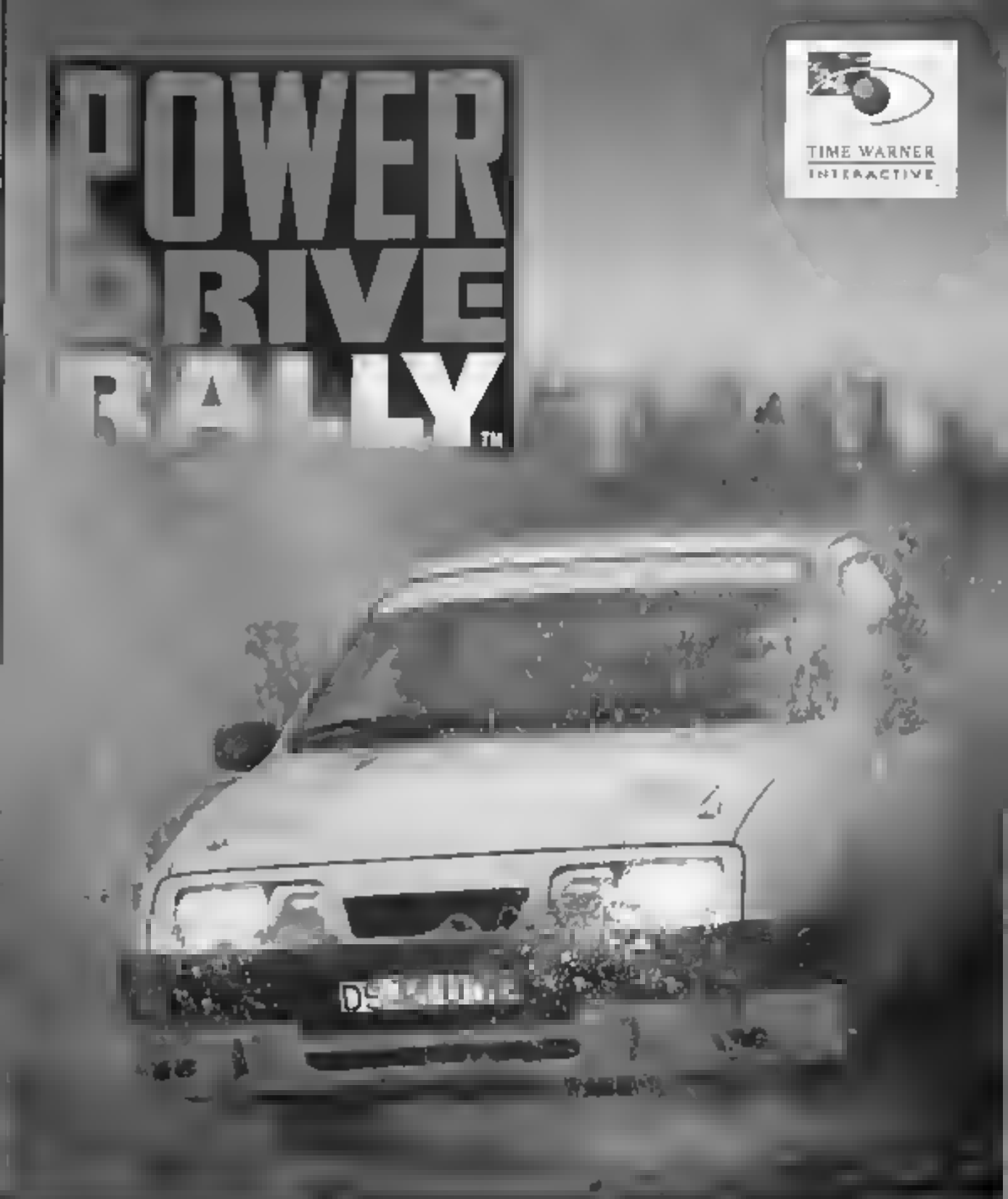
POWER DRIVE RALLY™

TIME WARNER INTERACTIVE



JAGUAR 64

GAME MANUAL

Read before using your Atari video entertainment system.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board.

For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.

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POWER DRIVE RALLY™

JAGUAR™ 64-Bit Interactive Multimedia System

Game Manual

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INTRODUCTION

Forget everything they taught you in Driver's Ed.

Because we're goin' off-road! No yellow lines. No intersections. No pesky pedestrians. Just you and the most wicked circuits on the globe.

Searin' through the Arizona desert. Boggin' across the African plains. Shreddin' over the Alps... You name it, you're there—pedal down and white-knucklin' it all the way to the finish line (or a cow pasture, if you're not careful).

So buckle up, pop the clutch and get ready to terra up de firma in the ultimate 64-bit off-road fiesta.

GETTING STARTED

1. Insert your JAGUAR Power Drive Rally cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.

2. Press the POWER button.

3. Press any FIRE button to bypass title screens.

GAME CONTROLS

A Button: Toggles Forward/Reverse

B Button: Accelerate

C Button: Brake

OPTION Button: Sound Mixer

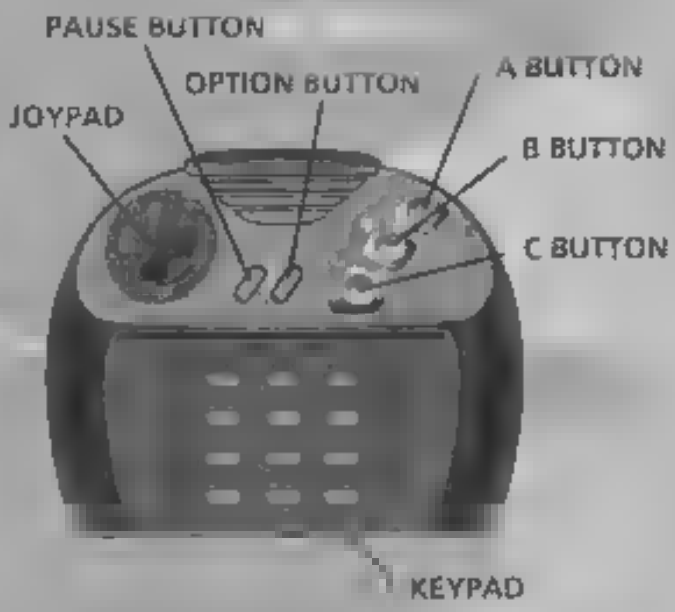
PAUSE Button: Pause Gameplay

JOYPAD LEFT: Steer Left

JOYPAD RIGHT: Steer Right

KEYPAD OVERLAY:

1, 4, 7	N/A
2	Headlights
5, 8	N/A
3	Horn
0	N/A
# and *	Quit game & return to Menu Screen



CONFIGURING YOUR CONTROLLER

At the Main Menu, press the OPTION Button. To configure, press the button on the controller you would like to use to Accelerate. Then do the same for your Brakes. Reverse will be automatically selected.

MAIN MENU

At the Main Menu Screen, press the corresponding Button on the Joypad to access the available options:

PRACTICE

Unless you want to end up munching mucho terrain, you may want to take a practice run before hitting the circuit. You have four tracks in which to perfect your driving skills. To select a track, press the Joypad Left or Right. The location of the course is displayed below. Press the B Button to enter that selection and begin practice.

START

Select this option to begin your racing season solo, against computer-controlled racers, or against your buddies (one at a time). You will begin by entering your race name. To do this, press the Joypad Left or Right to align the arrows with the letter, then press the B Button to select that letter. To delete the last letter you entered, select "DEL". When you have completed entering your name, select "END" and you will be asked to select your vehicle (see Selecting Your First Car pg. 5).

LOAD GAME

You can load and save up to three racing seasons at a time. See Saving a Game, pg. 8. (This feature is not available in Practice mode.) On this screen you'll find each player's name, his current earnings and his overall place in the season standings. To continue a race season, press the corresponding Keypad number .

SOUND MIXER

To access the Sound Mixer, press the OPTION Button during play. To adjust the music, SFX or engine sound levels, select the corresponding Button (to highlight a selection) then press the Joypad Left or Right to change the settings. When the sound is set the way you want, press the OPTION Button again to return to the race.

SELECTING YOUR FIRST CAR

You begin your career with $28,000—just enough to put you behind the wheel of a brand new Fiat Cinquecento or a Mini Cooper S. (For a listing of vehicles, see "The Monsters" on pg. 9.)

To select your car, press the Joypad Left or Right to highlight the vehicle of your choice, then press the B Button to select your car and go to the Pre-Race Screen.

GAME SCREEN

The following is a description of what you'll see on the Game Screen:

1) TIME

Displays how much time has elapsed during the current race.

2) GEAR SHIFTER

Displays the gear you are currently using. (Your car will automatically shift for you.)

3) LAP ICONS

Displays the number of laps you've completed.

4) SPEEDOMETER/TACHOMETER

Displays how fast you are currently going, and your RPMs.

S) DIRECTIONAL ARROW

During the race, a yellow arrow will appear above your car. It will point in the direction of the upcoming turns.

NAVIGATOR

As you race your track advisor will provide you with some very helpful advice. Listen to him, it could mean the difference between winning and burying your car into a snow bank.

EVENTS

The following is a list of the different events you can enter. The type of race will be displayed on the Pre-Race Screen.

SINGLE-PLAYER RACE

In order to race in each event—you must first qualify. If you fail to qualify, you will not be permitted to advance to the next stage. If you don't qualify, keep trying—or continue until you run out of funds.

MULTI-PLAYER RACE

Here you can compete with your buddies (one at a time) in an down-and-dirty, off-road bonanza. Unlike the Single-Player game, failure to qualify will not stop you from racing in the next round. You will not, however, be able to pick up any points or prize money for that stage.

SPECIAL STAGE

Bottom line: Bend the needle and don't blink until you see the checkered flag—or that cow pasture. Here it's just you and your wheels...against Father Time. Best time wins. Watch the gear grinding!

RALLY CROSS

This one's for all the life-eaters out there. Prepare to face both fierce course conditions—and the most heinous band of computer-controlled opponents to ever shred the earth. If this doesn't raise some hairs, consult your physician immediately.

SKILL TEST

This event tests your ability to quickly stop and start, back up and follow course designed obstacles. Be precise or get disqualified.

REPAIRING DAMAGE

After each race you will be given a damage report—here you will find the total cost to fully repair each part, along with your current earnings total. The extent of damage to specific areas of your vehicle will be represented in percentages. You can repair a part partially—or in full—depending on how much cash you have.

To repair damage to a specific part, highlight that component by pressing the Joypad Up or Down. To repair that part partially, press the B Button. To repair in full, press the A Button. When you are finished repairing your vehicle, press the C Button to begin your next race.

Notes: The state of your vehicle will affect its performance, so it is advisable to keep your car in prime condition (if funds are available).

The only thing tougher than a rally car is a rally track. So be careful. Lots of reckless driving can cause the handling and overall condition of your car to deteriorate.

Don't get too crazy out there—unless you have the funds to cover it.

SAVING A GAME

Also, while on the Damage Repair Screen, you can save your game. To do so, position the red arrow beside "SAVE PLAYER" and press the B Button. Then select the slot (1, 2 or 3) where you would like to save that particular game. You'll then go to the next stage with your previous results saved.

THE MONSTERS

You have 6 cars to choose from, within three competition classes. Each car class will be available for you to purchase once you have accumulated the appropriate funds. Each vehicle handles differently and higher class vehicles are more expensive to maintain.

If you make enough money you can upgrade your machine: Group 2 cars can be bought from Round 3. Group 1 cars from Round 6.

Should you have sufficient funds "SELECT/PURCHASE NEW CAR" will appear on the Damage Repairs screen. If you wish to buy a new car highlight this option and press the B Button.

Choose your new car using the same procedure used to select your first car (see Selecting Your First Car, pg. 5).

The following is a list of car classes available to you:

GROUP N

Mini Cooper S
Fiat Cinquecento Turbo

GROUP 2

Vauxhall Astra 16V GTi
Renault Clio Turbo

GROUP 1

Ford RS Cosworth
Toyota Celica CT-4

THE CIRCUITS

ROUND 1

Location: England
Climate: Mainly dry/thundershowers/flash floods (includes night racing)
Track: Asphalt
Terrain: Rocky mountain road

ROUND 2

Location: Arizona
Climate: Hot/dry, some thundershowers
Track: Sand/gravel/cactus/road kill
Terrain: Desert

ROUND 3

Location: Italy
Climate: Snow/arid
Track: Asphalt covered with snow
Terrain: Resort town

ROUND 4

Location: Finland
Climate: Cool/icy/snow
Track: Asphalt
Terrain: Forest/lake regions

ROUND 5

Location: Kenya (includes night racing)
Climate: Hot/humid
Track: Sand/gravel/oasis
Terrain: Bush/forest trail

ROUND 6

Location: France (includes night racing)
Climate: Mainly dry, some thundershowers, flash floods
Track: Asphalt
Terrain: Rocky mountain road

ROUND 7

Location: Corsica
Climate: Dry
Track: Asphalt
Terrain: Specialized course

ROUND 8

Location: Sweden
Climate: Cold/wet/ice/snow
Track: Gravel
Terrain: Forest trail

SPECIAL MANEUVERS

In order to record your best time in each event, you'll have to do some pretty fancy maneuvering. Here are some tips to better your overall time.

PENDULUM TURN

When entering a tight bend, steer away from the corner, then turn back into it at the critical point. The back end of your car will swing out as the rear wheels lose grip, allowing you to maintain maximum RPMs. Caution: You may thrash many a quarter-panel at first, but keep practicing—Pendulum Turns will definitely save you time in the long run.

HANDBRAKE TURN

At a hairpin corner, brake as you turn into the curve. All four wheels will lose grip and you should skid around the hairpin on the best possible line. Don't be surprised if you let out a hearty "Yeehaww" while performing this maneuver.

POWER SLIDE

Skid around a series of tight or fast corners by steering sharply into each bend (like a Pendulum Turn without steering out). Works best at 70+ mph.

PICK-UPS/PENALTIES

PICK-UPS

Money: Each one is worth 250 big ones.

Nitrous: Gives you a short—but very sweet—speed burst.

Time: Stops time for five precious seconds.

PENALTIES (Special Stage Only)

Nail a cone, receive a penalty. It's that simple. Drive carefully and use that brake to make precise turns.

STAGE RESULTS

STAGE RESULTS

At the end of each race the Stage Results Screen will appear. Prize money is awarded if you qualify, plus bonuses if you break the course record or beat the computer-controlled car on Rally Cross sections. Here you'll also find out the cost of your next race.

THE CHECKERED FLAG

If—and only if—you're lucky enough to win all your races, you will be crowned Power Drive World Champion. Now stop dreaming and get out there.

WEATHER AND VISIBILITY

Climate conditions and the time of day vary dramatically from race to race, affecting your car's handling and response. Make appropriate driving strategies to overcome the weather.

HIGH SCORES

If you've raced well enough to make the top eight scores, your initials will automatically be displaed on the High Score Screen.

WARRANTY

Time Warner Interactive warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. Time Warner Interactive agrees to either repair or replace at its option, free of charge, any Time Warner Interactive software product. Before any returns are accepted you must call our warranty department (408) 473-9400 for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL TIME WARNER INTERACTIVE BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

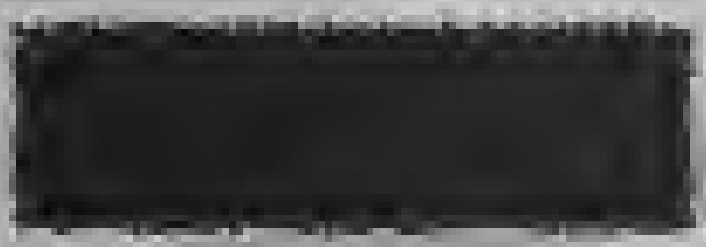
The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

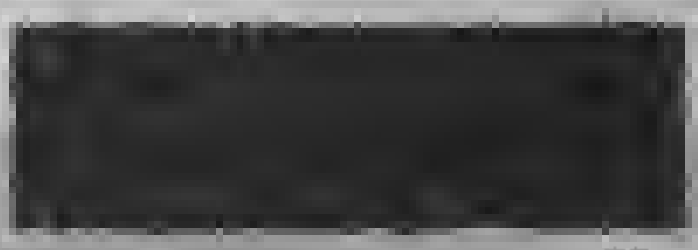
Address all correspondence regarding this Time Warner Interactive game to:

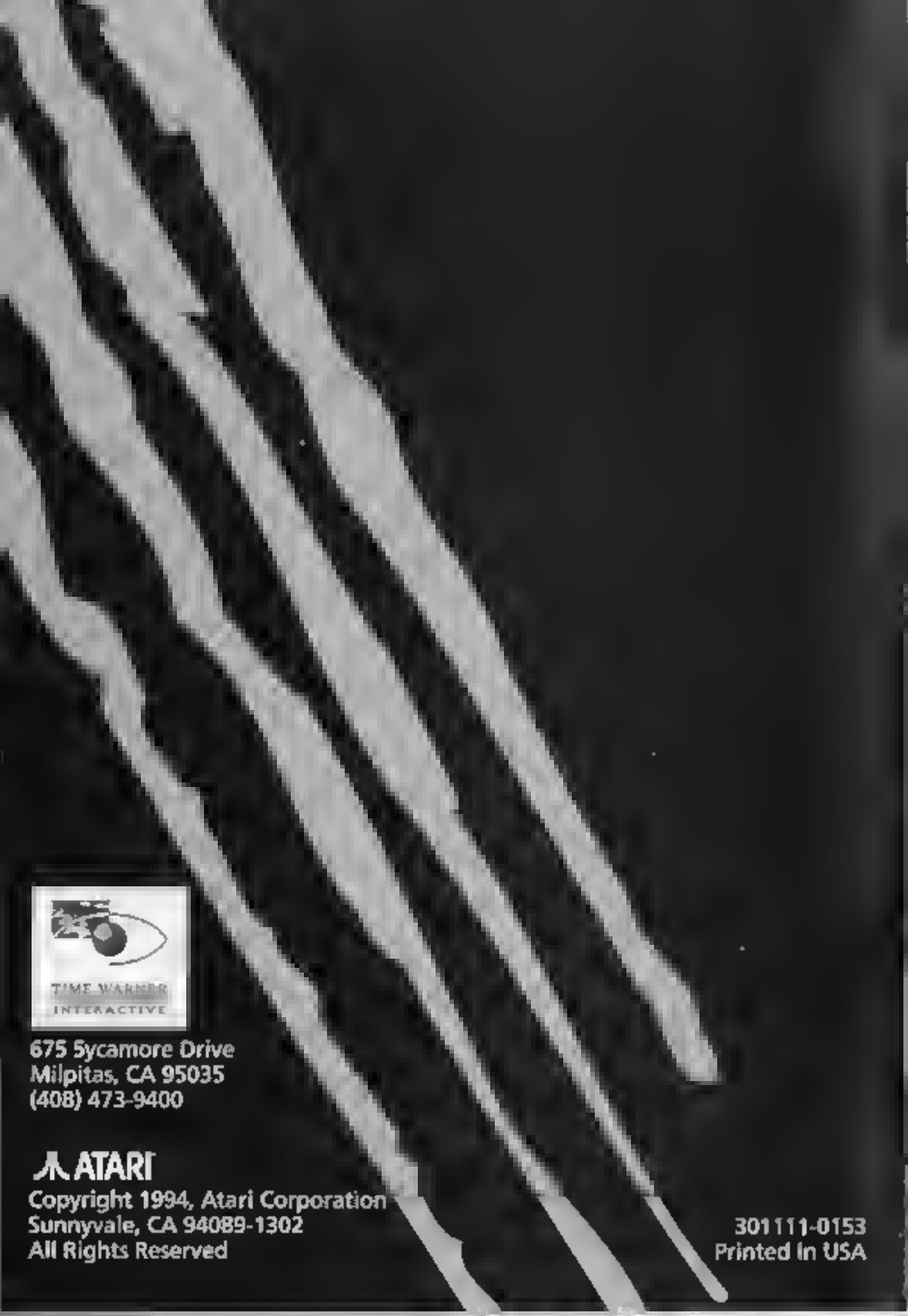
Time Warner Interactive Warranty Department,
P.O. Box 360782, Milpitas, CA 95036-0782

Repairs after expiration of warranty: If your Time Warner Interactive game cartridge develops problems after the 90-day warranty period, you may contact Time Warner Interactive at 408-473-9400.

If the Time Warner Interactive customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Time Warner Interactive. Return the defective game cartridge, freight prepaid, to Time Warner Interactive at the address above.







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